

Danny "fRoD" Montaner



Produced by:  
Duncan "Thorin" Shields  
and Ognian "steel" Gueorguiev



## PREFACE

The Art of fRoD (TAO-fRoD) took the better part of 4 months to create. This involved hundreds of man hours in designing and co-ordinating the concepts, researching and rewriting the material included and rendering and publishing the final product. The pricing was carefully considered and constantly re-examined in the context of the content to ensure it was a fair estimation of the value of the material, the effort put into its creation and the affordable price range of the average Counter-Strike enthusiast with access to a computer and the internet. The authors also strove to include every kind of extra or bonus feature or titbit of information they could to ensure the buyer would understand this was a labour of passion and excellence. The product has been refined and polished to the highest of our abilities so the buyer is presented with a complete guide which is professionally made on every level available to us. We, the authors, hope reading this paragraph impresses upon you the regard with which we held this project during its entire creation process and you the buyer as we worked tirelessly to provide you with the best guide of this type ever created.

We hope this inspires in you a similar sense of respect and understanding as it relates to this product. After parting with your hard earned currency to obtain this learning resource and your valuable time to glean its secrets, and let the more advanced concepts simmer out in your consciousness, we trust you will value it as highly as we do. We both share this concept of value as it relates to potentially illegitimate distribution of any elements or material contained within this guide. Just as we have gone out of our way to employ the best security measures available to us to ensure the product you have purchased is not decreased in value we hope you will cooperate on your behalf by not working against that goal. If the buyer can respect our dedication and effort in this respect then we can continue to respect you as a consumer and work to bring you more innovative products in the future of the same quality and professionalism. Please respect our efforts, your purchase and the educational aims of this product.

-The TAO-fRoD Creative Collective





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## WHAT IS 'THE ART OF fRoD', WHERE DID IT COME FROM AND WHO IS IT DESIGNED FOR?

'The Art of fRoD' or TAO-fRoD is a complete guide to the advanced Counter-Strike play style of Danny "fRoD" Montaner, widely considered to be one of if not the best North American Counter-Strike player of all time. With our first guide, 'The Art of CS' or TAO-CS volume 1, we aimed to approach Counter-Strike from both a scientific perspective and as a refined art form. Naturally we could only include so much information within the expansive page count while maintaining a reasonable pricing for the product. Still we were aware that thousands of pages could be written on the many complexities contained within the competitive play of Counter-Strike. As well as the multitude of core principles around which the game revolves there are the myriad of different play styles employed by the elite players which have had varying levels of success over the years. So we sought to identify the most successful and then build from that to produce a unique and separate guide concept to the first volume.

TAO-CS was essentially a general purpose guide to all things Counter-Strike, taking any level of player and giving him the basics at each level of play and then some

advanced concepts to consider and implement. The basic concept at all times though was one of scientific objectivism and teaching the player in the form of a textbook. For TAO-fRoD we instead approached teaching the player from another perspective altogether. We partnered with the best Counter-Strike player in CS history whose first language was English and sought to find out what concepts and principles he desired to teach players. After long hours of discussion we soon found the ideal approach and concept to producing the guide you now see before you.

This guide does not aim to teach you general ideas or the way to approach something theoretically. Instead it aims to give you direct insight into one of the most successful US Counter-Strike players of all time's mind. You hear his mental processes as he approaches a situation and see how his play style unfolds in each area of his game play. This is a complete guide to the play style of Danny "fRoD" Montaner, a play style which has won him and his teams over \$312,550 as well as numerous major events over the best teams in the world. If you are a golf enthusiast you want to learn from Tiger Woods' play style, if you're a basketball player you want to learn from Michael Jordan or Kobe Bryant's play styles. Counter-Strike is no different: there are those players who separate themselves from their peers through their approach and dedication to excellence. In this case fRoD's play style is now open to you to learn from and understand at your own pace and in great detail.





This guide largely revolves around understanding and using the AWP sniper rifle effectively, that is because fRoD's play style itself largely revolves around that key element of Counter-Strike. It is not solely dedicated to the AWP though; all other areas of fRoD's play style are articulated and explained. This means his pistol play, his non-sniper rifling, his communication/team play and his uncanny ability to deliver his best play in high pressure clutch situations. There have been many great US Counter-Strike players throughout the ages and many who could be considered game changers, none have ever wielded quite the level of impact fRoD has though on both his own teams and his opponents. Once fully understood and assimilated down to the subtleties this play style will unlock one of the most dominating approaches to Counter-Strike ever explained. This play style has frustrated and confused opponents for years and delighted and shocked fans time and time again. We got you the best English speaking Counter-Strike player of all time, unlocked his play style and articulated his words to the best of our ability. From here on out everything is dependant on your thirst for knowledge and drive to be the best you can be as a competitive player.

## WHO PRODUCED TAO-fRoD AND HOW QUALIFIED ARE THEY?

The Creative Collective behind TAO-fRoD is:

1. Danny "fRoD" Montaner
2. Ognian "steel" Gueorguiev
3. Duncan "Thorin" Shields

fRoD should need little introduction and his competitive history is outlined in the section about him following this one. It is enough to say that he is one of the greatest, perhaps the greatest, North American Counter-Strike player to ever touch a mouse. Through his play every top Counter-Strike player in the world knows of him and has respect for his abilities. No one is more qualified to explain to the reader the intricacies of developing a dominant and effective Counter-Strike style; no other play style can compare statistically either. Both from the point of view of a pure art form and a purely mathematical perspective fRoD's play style is the most dominant and effective ever witnessed in North American Counter-Strike.

steel is highly versed in matters of Counter-Strike thanks to his 5 year professional career where he became the first Counter-Strike player to ever win a WCG and CPL championship title. He has also spent a number of years thinking and writing about Counter-Strike for EsportsEA and in the first volume of TAO-CS which he co-authored. His educational pursuits in the area of photography along with his work within the field of media make him entirely qualified to produce the aspects of this guide which were under his control throughout.



Thorin has been working as a professional Counter-Strike journalist and writing about the competitive game for over 8 years and during that time has always been considered one of the elite within his field. His varied career from on location reporter at major events to in depth interviewer to analyst has equipped him with the necessary tools to be capable of retrieving the right information from professional Counter-Strike players and articulating this into the most accurate and easily understood form. He was also involved in exactly that endeavour in the production of TAO-CS volume 1 which was a worldwide success. He also hails from England, home of the English language, cementing his qualifications as the ideal candidate to be involved with such an ambitious project.

alike we set about applying the same kind of goals to the matter of competitive Counter-Strike, as seen in the first volume of TAO-CS. Counter-Strike is an art form is as much as it is impossible to write rigid rules for every single situation or action which must or can occur within a single round or match. The game flows from the competitor's experiences and they express their imagination in the decisions they make every step of the way. Were things any other way every competitor would by now have figured out all the secrets and tricks to becoming a great player.

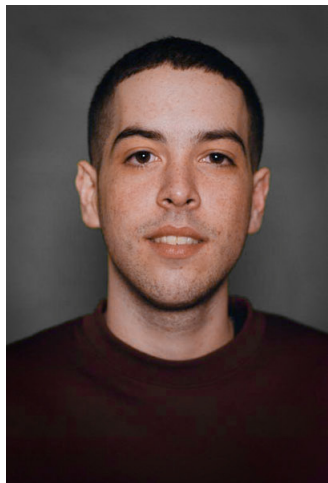
As homage to the source of our inspiration we named this current project The Art Of fRoD. We understood that the shortened name, TAO-fRoD, when said as two words became "Tao fRoD". The Chinese character 'Tao' means 'the way and order of the Universe'. So when we combined the two together it gave us a meaning which was essentially: the way of fRoD. This is a fitting name for the project we set about to create, being in line with our philosophy of articulating and explaining fRoD's world famous and dominant play style.

## WHAT DOES THE NAME 'THE ART OF fRoD' (TAO-fRoD) REFER TO OR MEAN?

Since it was written in the 6th century BC Sun Tzu's 'The Art of War' has been praised as one of the most brilliantly constructed military treatises on tactics and strategies ever to be created. Taking from this epic historical artifact the philosophy of getting to the core of every problem and finding pure and tangible answers



## Danny "fRoD" MONTANER



Age: 22

First competing in Counter-Strike competitively from a young age fRoD has a whole swath of minor LAN accomplishments which were not included in the list below due to being dwarfed by the higher points of his later career. His entry into the upper levels of competitive play began with a humble 17th place at CPL Winter 2002 with the Green

Berets (GB) team. From there he moved on to play with art of eXecution (aoX) in early 2003 before winding up in the team which would establish him as one of the top North American CS players: united 5 (u5) As a member of united5 fRoD and his team pulled off a huge upset at CPL Winter in 2003 by beating then #1 US team, and #2 seed at the event, 3D on de\_cpl\_mill and sending them to the lower bracket. u5's run would end with a respectable 7th place, also earning them the notoriety of being the highest placing North American team at the event. When it emerged in 2004 united5 was converting to a locally based team and would be living in the same house fRoD decided it was time for him to part ways with the team and look for pastures greener, being as he was not in a position to leave his Florida-based home.

After a few months of maintaining his match shape through playing in local LAN tournaments fRoD was announced as a member of the new and as yet unproven compLexity squad in August of 2004. At the time the team's reputation within the community was not well respected due to the outspoken nature of their owner and founder, Jason Lake, as well as being involved in the gradual process of acquiring players with enough talent to make an impact. With fRoD joining the team as a dedicated AWPPer and reteaming with his team-mate tr1p from united5 the team was well on their way to becoming a force to be reckoned with, as shown by their 3rd place at the WCG USA qualifier finals that year. A year on from his united5 CPL Winter performance fRoD along with his new team was set to shock the community once more. Despite coming into CPL Winter of 2004 seeded 27th the team would wind up placing an impressive 5th, above a number of top international sides, and establish themselves as one of the best US teams. For fRoD this was an event where his dominant AWP play, around which his team's success seemed inextricably woven, showed the world he was not only one of the best snipers in the world but one of the best players. In an era all but the most elite of snipers shied away from the weapon in major LAN tournaments fRoD's play had been consistently impressive and impactful.

2005 saw coL and fRoD head abroad as they competed in the CPL's World Tour Spanish stop held in Barcelona early in the year. The team once more impressed and this time came away with a 2nd place, ahead of a NiP line-up filled with 6 of the best players to ever load up CS. This placing showed the world the team was not only the best US team but also capable of competing with the elite of the European and international scenes, a significant point since US teams had always struggled to legitimately compete for championships overseas. Maintaining their spot as the #1 US team fRoD and coL beat 3D to



head to ESWC as representatives of the USA. At the event they memorably overcame the 'group of death' featuring the likes of NiP and mouz to go on and win the entire event and a staggering \$40,000. The team was now considered the best Counter-Strike squad in the world and fRoD's play was dominant throughout the tournament. As the first US team to win a major event like ESWC overseas the team had put themselves on another level from their fellow countrymen.

The rest of 2005 saw coL win the Newegg LANfest and then consistently place 2nd in a number of domestic events. Their reputation as US #1s and one of the world's best teams would soon return as 2006 rolled around though. Invited to attend the WEG Masters event in China, along with champions of previous WEG seasons and CPLs, coL stormed to a 2nd placing worth \$20,000. fRoD finished the event statistically as one of the top 3 players and his team had placed above all but one of an entire field of elite caliber teams. This success was then followed up as coL and fRoD won the GGL's Americup 2 finals over rivals 3D earning themselves a match against the Eurocup champions mousesports in the GGL's Transatlantic Showdown. Beating mouz 2 maps to 1 coL won the event and once more established themselves as potentially the best team in the world. A busy Summer tournament circuit saw coL

taking a 5th place at ESWC but then following that with 2 large cash prize winnings. Firstly they won the WSVG's ISC event in Dallas beating Alternate aTTaX for \$40,000. They then won the CGS' Championship Gaming Invitational event which featured NiP and 3D, this netted fRoD and his team-mates \$50,000. 2006 closed out with coL beating their rivals 3D in the 2006 DigitalLife event and fRoD standing in to play for 3D at the WCG's Pan-American games where he won a silver medal.

In 2007 the team acquired Rambo and zet for their change to CS:Source and joining the Championship Gaming Series, a televised league on DirecTV. There was still time to show they were leaving one of the best 1.6 teams though as they beat CEVO champions Pandemic at the PNY finals early in the year. In the CGS the Source team was able to finish with the best record and qualify to represent region 1 at the World Finals event where they took 1st place. 2007 proved to be a year of Source dominance as fRoD and his team won every event they entered, including the DigitalLife and Newegg LANfest tournaments. In 2008 after season 2 of the CGS the team made a brief return to 1.6 competitions playing in CEVO-P season 9. They were able to finish a highly respectable 2nd place ahead of top current US teams like EG and x3o. fRoD and his team-mates also won the CGS's 1.6 Pro-Amateur event for a cool \$5,000. With the CGS announcing their league is now at an end fRoD and his team-mates look to return to Counter-Strike 1.6 and reclaim their reputations as the best US team and one of the most feared sides in the world. As a player with one of the most impressive resumés and the highest statistical averages to back him up you can be sure fRoD is in a position to help that happen.



### *LAN accomplishments*

2002 17th-24th CPL Winter \$500 (GB)

2003 7th CPL Winter \$3,000 (u5)

2004 1st Gamers Paradise \$600 (cbc.eGames)

2004 1st Gamers Asylum Summer \$1,500 (aG)

2004 1st WCG Miami Qualifier \$1,000 (aG)

2004 1st First NetXtreme \$1,000 (aG)

2004 1st Second NetXtreme \$750 (aG)

2004 1st Third NetXtreme \$1,000 (aG)

2004 4th Lethal Gamers pre-CPL (coL)

2004 5th CPL Winter \$6,000 (coL)

2005 1st NetXtreme \$375 (aG)

2005 2nd CPL Barcelona \$6,300 (coL)

2005 1st ACON5 USA Qualifier (coL) - LCD  
Monitor

2005 5th ACON5 (coL)

2005 1st ESWC USA Qualifier (coL) - Intel Pro-  
cessor

2005 1st ESWC \$40,000 (coL)

2005 1st Newegg LANfest \$1,500 (coL) - Gaming  
PC

2005 2nd WCG USA Qualifier \$2,500 (coL)

2005 2nd GGL Americup \$3,000 (coL)

2005 2nd DigitalLife NY Qualifier (coL)

2005 2nd DigitalLife \$7,000 (coL)

2005 1st Lethal Gamers pre-CPL (coL)

2005 1st CAL Razer Extreme \$9,000 (coL)

2005 9th CPL Winter \$900 (coL)

2006 2nd WEG Masters \$20,000 (coL)

2006 1st GGL Transatlantic Showdown \$17,500 (coL)

2006 3rd WSVG Lanwar \$5,000 (coL)

2006 1st CGI \$50,000 (coL)

2006 5th ESWC \$8,000 (coL)

2006 1st WSVG ISC \$40,000 (coL)

2006 7th WSVG Finals, NY (coL)

2006 2nd WCG Pan-Am \$2,300 (3D) – Silver medal

2006 1st DigitalLife \$15,000 (coL) - Laptop

2007 1st PNY Finals \$2,000 (coL)

2007 1st Digital Life CS:Source \$10,000 (coL)

2007 1st Newegg LANfest CS:Source \$5,000 (coL)

2007 1st CGS world finals CS:Source \$5,000 (coL)

Total team career LAN prize winnings: over **\$265,725**



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*Online accomplishments:*

2004 1st The Rush \$500 (coL)

2005 1st CEVO-P s1 1.6 \$4,000 (coL)

2005 1st CEVO-P s2 1.6 \$8,000 (coL)

2006 5th CEVO-P s4 1.6 \$1,325 (coL)

2007 1st CEVO-P s3 CS:Source \$5,000 (coL)

2007 1st CEVO-P s4 CS:Source \$5,000 (coL)

2007 1st Xfire Stride CS:Source \$12,000 (coL)

2008 2nd CEVO-P s9 \$3,500 (coL)

2008 3rd CGS Pro-Am CS:Source \$2,500 (coL)

2008 1st CGS Pro-Am 1.6 \$5,000 (coL)

Total team career Online prize winnings: over **\$46,825**

Total team career prize winnings: over **\$312,550**

*Other accomplishments of note:*

Selected to represent North America at GGL Vsports All-stars

Selected to represent the East in the Gotfrag All-star game

Selected to represent the East in the CEVO-P All-star game

Most Valuable Player in the 1st Gotfrag All-star game

Undefeated in CAL Razer Extreme

Undefeated in CAL-i s14

Undefeated in CAL-i s15

Undefeated in GGL Americup s2

Undefeated in CEVO-P s1

Nominated for the GGL Leap player of the year 2004 award

Nominated for the Esports Player of the Year 2005 award

Nominated for the Esports Player of the Year 2006 award

Nominated for the Best Counter-Strike Player of the Year 2006 award

Winner of the Best Counter-Strike Player of the Year 2005 Award

Franchise player for the Los Angeles Complexity 2008 in CGS season 2

Highest Frags Per Round statistical average in Gotfrag's Gamesense in both 1.6 and CS:Source history



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## THE PRODUCTION TEAM

Ognian “steel” Gueorguiev (right, leftmost) and Duncan “Thorin” Shields (rightmost) both have long and illustrious histories within the field of Esports. steel played as professional from 2001-2005 and was the first Counter-Strike player to hold both a CPL and WCG championship title. As well as playing for the legendary 3D he won over \$115,000 in prize winnings with his teams. He now works for EsportsEA as a content writer specializing in player analysis and collaborating with Thorin on their ESEA100 hall of fame project chronicling the top 100 CS players of all time. His role on the TAO-fRoD project involved managing and producing all media and technical aspects. He resides in Montreal, Canada and is pursuing an education in photography.



Thorin has been a professional Counter-Strike journalist since 2001 and spent the first 2 years of his career travelling the globe reporting on location from events. His most famous work has been with Gamers.nu and EsportsEA. He now specializes in community features like ‘Ask ESEA’ and ‘Master Debater’ as well as collaborating with steel on the aforementioned ESEA100. His role on the TAO-fRoD project involved articulating fRoD’s words into the most accurate and understandable language as well as coordinating content aspects. He resides in the North East of England in the United Kingdom. Both are also co-authors of TAO-CS (The Art Of Counter-Strike) volume 1.

The following is a statement from fRoD outlining what he aimed to achieve with this guide and his objectives to those ends.

“Basically with this guide, I'd like to teach people how to play Counter-Strike properly from the ground up, stressing the importance of many concepts that are overlooked, and basically giving you an insight to how I play, which I feel is a unique style. I stress taking things one at a time and focusing on improving as these are some of the most important things to understand, because mixed with dedication all of these concepts will eventually make sense and can be used effectively, even if some sound confusing or difficult at first.

I have always presented a play style and confidence from myself; I am comfortable getting into details of exactly what I am thinking and what issues I feel are more important without feeling threatened because another issue I explain in depth is in-game confidence. This will allow any player to gain the upper hand in the most difficult of situations, and even if you fail... learning, improving, and positivity are many keys I describe as the true winning assets in being a successful player.

A main issue that I want to get in depth with everything and explain all this is because I want to break down every concept I feel is important in Counter-Strike, and provide a great reading tool to be able to gradually learn from as you read. Providing a great range of reading material, from videos, to secrets I have acquired within the game, I feel a lot can be learned and even if it isn't applied all at once, being able to learn from mistakes and the attempt at applying some of these techniques is essential.”

*-Danny “fRoD” Montaner, 2008*







In this section fRoD discusses the positions he plays and recommends for the player to try as an AWP'er or even as a rifler. fRoD typically prefers to take the lead role in taking bombsites on offense and defending multiple angles, primarily towards the middle of a map, on defense. This is what suits his play style and also he has discovered through experience that these are the premier AWP positions to play, particularly on defense. Many of the defensive positions he discusses relate to spots where the player is able to fall back and rotate to help his team, though with a high level of skill and confidence the player can learn to lock down these positions which will give his team a big advantage. Being on the offensive side and taking positions at the lead of the pack and holding as the player's team-mates take even deeper positions, as fRoD will explain later, is extremely effective for an aggressive play style since the slightest touch of defensiveness can throw the opposition off.

## DE\_DUST2

On defense fRoD particularly likes to AWP middle or Long A rail covering catwalk. The main reason for wanting to play middle is because early in rounds the enemy cannot rush up catwalk without being seen or heard, so

simply staying and waiting in catwalk at the beginning is rather useless. Performing double stacks with a team-mate at the middle to peek along the catwalk or pushing through middle and looking into lower B are effective early round approaches that can make the player's position later in the round, covering catwalk, a great deal stronger. Playing on the rail, and possibly even faking the opposition by playing middle, is a very strong position since the player is able to take a lot of cover and even delay the opposition enough for backup to arrive.





fRoD:

*"A lot of what I talk about and try and prepare you for is the beginning of the round, primarily just things that focus on where to setup or even how to warm up for a game. But, one of the most common situations that can't really be practiced, nor preached how to always win on, is clutching. A lot of these clutch instances are placed heavily in the hands of the AWPPer, because you are holding the gun that only requires one bullet, and can provide the range cover that you or your team needs."*

That simple fact provides the player with priority over his team-mates who are holding rifles when it comes to the more clutch situations in a re-take, this applies to either side of a map. This is since the player's team-mates will either be defusing when on defense, so the player can cover them, or they will be planting the bomb while he provides cover and early peeks when the opponents attempt to defuse. This maximizes the effect the player can potentially have in a round and the lasting effects of that can be felt in the rest of the game.

fRoD:

*"Coming up big in clutch moments are definitely momentum changer in your favour, and can provide that confidence boost you or your team need to finish the job."*

When the player is on offense clutch moments arise often since he is constantly required to make holes in the defense and/or cover his team-mates. Not being able to make those holes or allowing enemies to fire off an extra bullet to kill a team-mate could be classed as situations where clutch play is not present. Being clutch is not simply about play at the end of a round, which can be determined by either the bomb or the last kill. Clutch moments occur all the time throughout a round because any effect from a pick or entry to a location can be huge for the player's team. Understanding how to control his character, make appropriate moves at the right time, bring the right amount of backup and utilizing his surroundings and team-mates to the maximum advantage are elements of clutch play. So is the player being able to take charge in any given situation to give the team-mates covering him more confidence since they know he will begin the battles and their only job is to cover and continue on through the holes created to plant the bomb. fRoD feels it is absolutely necessary for the player to cover the bomb planter and stay around that area for a few seconds after the bomb has been planted so that he can provide the entry and escape cover his team-mates may need to get into better spots.

fRoD:

*"From here on out, you're in full cover mode because you have already created all the holes necessary and half your objective is complete, the bomb is down. With proper coordination with your team-mates, and primarily you covering the longer ranged areas, this will allow you to have the rifles be in the best positions possible, while you can cover any position with the AWP. This, again, maximizes the use of every player in the team to achieve the common goal of winning."*



### *Schroet Kommado.Denmark (SK.dk)*

The only time we played against SK.dk was during the ESWC Grand finals, where we were able to defeat them and win the tournament. This game was extremely important to us, because we wanted to win our first major event extremely badly. The twist that also made this difficult for us was that SK.dk had a newly formed roster, and we weren't able to locate any demos to try and educate ourselves on how they played. This didn't affect us that much, because we in turn went on to focus more on creating new strategies and executing them. Also, it was important that I kept going after any snipers they would have to try and clear any locations for my team. This was extremely difficult to do because they had several good snipers and we didn't know exactly where they would be.

### *Made in Brazil (mibr)*

Similar to the Asian teams, mibr had extremely aggressive rifler players, but the main difference they had was they had a sniper, and a great one in cogu. During our few matches, it was difficult for us to try and overpower their team because of their great rifling abilities as well as smart sniping play by cogu. Having this deadly mix of skill and sniping was definitely something they had similar to coL, it just seemed as

if they made sure their other riflers were hyper aggressive while their sniper provided a lot of cover. This is definitely a team to always try and apply some sort of pressure to, because allowing them to roam around freely will only hurt you against their style of play.

